



CHARACTER RECORD SHEET v2.5

File Photo		
Player Name		
Character Name		
Background		
Nationality		
Career		
Rank		
Gender	Age	DOB
Height	Weight	Build
Skin	Hair	Eyes
Appearance		
Languages Spoken		

CHARACTERISTICS										
Weapons Skill (WS)	Ballistics Skill (BS)	Strength (S)	Toughness (T)	Agility (Ag)	Intelligence (Int)	Perception (Per)	Willpower (WP)	Fellowship (Fel)	Synch Ratio (SR)	
<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>	<div><div></div><div>Characteristic Advances</div><div>○ ○ ○ ○</div><div>Time Management</div></div>

GEAR / INVENTORY

Item	Weight

MOVEMENT, LIFTING & CARRYING

Half	Full	Charge	Run
Base Leap (SB x 1m)		Basic Jump (SB x 20cm)	
Carry	Lift	Push	

ARMOR

Type					Weight
Head	R. Arm	L. Arm	Body	R. Leg	L. Leg
1-10	11-20	21-30	31-70	71-85	86-100

FATE POINTS		WOUNDS		CRITICAL DAMAGE	EGO BARRIER
Total:	Conditional	Total:			Maximum:
Current:		Current:		FATIGUE	Current:
				Max FATIGUE = TB	

RANGED WEAPON

Point-blank + 30 BS	½ Range + 10 BS	½ – 2x Range Normal	2x-3x Range - 10 BS	3x-4x Range - 30 BS
Name		Range		Class
Damage	Pen	RoF	Clip	Rld
Special			Weight	

MELEE WEAPON

Name		Class	
Damage	Pen	Special	Weight

INSANITY

Insanity Points	Degree
Disorders	
Current Trauma	

Attack Actions		Move Actions		Combat Modifiers	
Charge	Full	Move	H / F	Aim (H / F)	+10 / +20
Standard Attack	Half	Maneuver	Half	Semi/Full Auto	+10 / +20 BS
Multiple Attacks	Full	Disengage	Full	Called shot	-20 WS / BS
All-out Attack	Full	Run	Full	Surprise Attack	+30 WS / BS
Guarded Attack	Full	Tactical Advance	Full	Shoot into Melee	-20 BS
Defensive Stance	Full	Stand/Mount	Half	Darkness	-20 WS / -30 BS
Feint	Half	Other Actions		Ganging Up	+10 / +20 WS
Grapple	Full	Aim	H / F	High Ground	+10 WS
Knock-down	Half	Dodge or Parry	React	Fatigued/Shock	-10 ALL
Stun	Full	Delay	Half	Difficult Terrain	-10 / -30 WS
Ballistic Actions		Jump / Leap	Vary	Use a Fate Point to...	
Semi-Auto Burst	Full	Focus Power	Full	Add a degree of success to a test	
Full-Auto Burst	Full	Ready	Half	Reroll any one test	
Overwatch	Vary	Reload	Vary	Roll 10 for initiative	
Suppressing Fire	Full	Use a Skill	Vary	Recover 1d5 non-critical wounds	
		Use a Fate Point	Free	Recover from being stunned	

BASIC SKILLS

Skill Name	()	Prof	+ 10	+ 20
Awareness	(Per)	○	○	○
Barter	(Fel)	○	○	○
Carouse	(T)	○	○	○
Charm	(Fel)	○	○	○
Climb	(S)	○	○	○
Common Lore	(Int)	○	○	○
		○	○	○
		○	○	○
		○	○	○
		○	○	○
Concealment	(Ag)	○	○	○
Contortionist	(Ag)	○	○	○
Deceive	(Fel)	○	○	○
Disguise	(Fel)	○	○	○
Dodge	(Ag)	○	○	○
Drive	(Ag)	○	○	○
Evaluate	(Int)	○	○	○
Gamble	(Int)	○	○	○
Inquiry	(Fel)	○	○	○
Intimidate	(S)	○	○	○
Logic	(Int)	○	○	○
Scrutiny	(Per)	○	○	○
Search	(Per)	○	○	○
Silent Move	(Ag)	○	○	○
Swim	(S)	○	○	○
		○	○	○
		○	○	○
		○	○	○

TOTAL EXPERIENCE

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SPENT EXPERIENCE

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ADVANCED SKILLS

[illegible]

TRAITS

Assets

Drawbacks

TALENTS

[illegible]

Rank 1 advances (0-999)

[illegible]

Rank 2 advances (1000-1999)

[illegible]

Rank 3 advances (2000-3999)

[illegible]

Rank 4 advances (4000-6999)

[illegible]

Rank 5 advances (7000-9999)

[illegible]

Rank 6 advances (10000+)

[illegible]